



OPERATION

MISSION:IMPROBABLE

'ALPHA'

MISSIONS

This program contains three distinctively different missions using different plots, characters, and circumstances. Each mission is played on a similar playing field (the island), but mission commands, some buildings, and responses from headquarters are different. The amount of enemy present with each mission is randomly produced as well as the amount of machine guns and their locations. The game uses both the left joystick and the main keyboard. Four skill levels are available with each mission selected and each mission contains short instructions. Detailed instructions are explained in this booklet. The missions are:

1. Reconnaissance
2. Sabotage
3. Assassination

MISSIONS (cont.)

Additional screens of play are:

1. The Mine Field
2. The Underground
3. Cellar of Mirrors
4. Burial at Sea

Characters are:

1. Super Spy (Reconnaissance)
2. Kaptain Killer (Sabotage)
3. Agent Assassin (Assassination)
4. Enemy Guards (Reconnaissance)
5. Enemy V.I.Ps (Sabotage)
6. Special Police (Assassination)
7. Enemy Commandant (Assassination)

Each mission begins with your character starting in the lower right corner of the screen, which is the safety zone. (A place where you can go and not be detected). The roving guard begins his rounds in the lower left corner and will walk around the perimeter of the complex, scanning his path with

MISSIONS (cont.)

his radar beam and armed with a powerful laser weapon. All instructions to you from headquarters will appear at the top of the screen. Follow every command to the letter and do not deviate from them in any way! Begin to move after the roving guard makes his first move. You will see his radar beam activated when he begins to move. The clock will count down during the game and indicate the time remaining to complete the mission. The level of difficulty that you select before each mission will determine the starting time on the clock. The higher level of difficulty--the lesser amount of time for the mission.

MOVEMENT

Using the left joystick, move throughout the complex with phase 1 of your mission in mind--to zap the enemy who are within the confines of the various buildings. Each and every mission begins with zapping as the first thing to do, so start zapping as soon as possible! While you are moving above ground, the clock and the roving guard will stop, thus providing you more time to complete each mission. The clock will run faster when in the underground, cellar, or in the minefield, so think and move quickly when in these areas. Note: The roving guard is practically blind and will not detect you running in his path. He stops to listen, and while he does, he forgets about triggering the radar, and this allows you to travel directly in his path--even right up next to him!!! DO NOT STOP IN HIS PATH or he will nail you!!

MOVEMENT (cont.)

After playing the game awhile, you will soon find out what you can get by with and also should overcome the sluggish joystick action. While you are moving throughout the complex, DO NOT BECOME ADJACENT TO THE FRONT OR REAR OF ANY "M." These are "motion sensitive machine guns" and will fire at you! You may, however, become adjacent to either side of these guns and not be harmed.

ZAPPING THE ENEMY

Your first directive is to zap enough enemy to satisfy headquarters. They will be monitoring all of your actions and will signal you to continue on with other parts of the mission. When you hear a tone, ready yourself to receive instructions from headquarters at the top of the screen. You are armed with a very short-range laser which has the power to penetrate the walls of the buildings. Because of its short-range capability, the enemy must be near an outside wall in order for you to zap them. To zap the enemy from outside a building, stop your character adjacent to them, release the joystick, then push the joystick again in their direction, an "X" should appear in the enemy's spot indicating that they have been zapped. If you don't get them on the first shot--try again until the "X" appears.

ZAPPING THE ENEMY (cont.)

Move on and zap all that you can from the pathways first, but remember to stay clear of the machine guns and roving guard. If the enemy is more toward the interior of the building, you must tunnel toward them, emerge next to them, and zap them in the same manner as explained earlier.

TUNNELING

Once you have eliminated all of the enemy that were accessible from the pathways, and, if headquarters has not yet signaled you to go on to something new, you must tunnel down and emerge inside of the buildings in order to zap the remaining enemy from within. You may dig a tunnel from any location at any time, but remember that the clock will run faster when doing this. To begin tunneling, depress "D" on the main keyboard. The screen will immediately darken. You will then be underground, and your position will be relative to the above ground layout. Estimate where you want to emerge, move to that location, and depress "U" on the main keyboard to emerge. Note: It takes a little time to re-display the complex layout upon emerging, but when it is displayed, you will find yourself in your new position. To zap the enemy within the confines of a building, tunnel toward them, emerge directly

TUNNELING (cont.)

adjacent to them, and zap them in the same manner as described earlier.

IMPORTANT TIPS ON TUNNELING

1. You will not be able to move once inside a building, so if you have miscalculated your emerging point, you will have to tunnel again, move over and re-emerge.
2. If you emerge directly on the same spot as the enemy, they will vanish, and you will have to tunnel again, move over, and re-emerge in order to zap them!
3. A number of things happen topside while you are in the tunnel. They are:
 - a. The roving guard will remove any dead that he finds in the buildings.
 - b. He will raise the missile battery.
 - c. He will situate himself in the lower left corner of the screen and will resume his rounds from that point when you emerge.

MISSILE BATTERY AND NORMAL ESCAPE ROUTE

The missile battery exists as arrows in the upper right portion of the screen. After completing all parts of your mission, headquarters will inform you that the sub is standing by. Before calling for the sub to pick you up, you must provide it clear passage into the harbor area by lowering the missiles. To lower the missiles, position your character below the power plant star. Once there, release your joystick, then push the joystick again in the direction of the star (north). You will see the missiles vanish. Once lowered, your normal escape route will be on the pathway leading to the harbor. Move your character to the uppermost right-hand corner and call for the sub by depressing "S" on the main keyboard. Once the sub arrives, jump aboard and be carried off to safety. DO THIS BEFORE THE ROVING GUARD REACHES THE MISSILE AREA! If he

MISSILE BATTERY AND NORMAL ESCAPE ROUTE (cont.)

sees that the missiles have been lowered, he will call the power plant and have them raised back up! If the sub happens to be in the harbor area when the missiles are up, the sub will be destroyed!

NOTE: You may call for a sub only when above ground.

NOTE: After lowering the missiles, DO NOT TUNNEL! This is because, while you are underground, the roving guard re-establishes the missile battery, as explained earlier.

OPTIONAL ESCAPE ROUTE - THE MINEFIELD

If you lose a sub in the harbor and depress "S" again on the main keyboard to call another sub, headquarters will notify you that there are no more subs in the immediate vicinity and that you must cross the minefield to the other side of the island, where a different sub will rescue you. A native will steer you through the minefield. Follow him to it from the main complex, and once you disappear off the screen, release the joystick. At this point several things happen.

1. The Screen will display the beach, minefield, and water.
2. The native will make a path for you through the mines to the water.
3. A sub will appear.
4. Headquarters will signal you to follow the native's path.

OPTIONAL ESCAPE ROUTE - THE MINEFIELD (cont.)

Your character will then appear at the upper right corner (where you entered) and you will have to maneuver through the sometimes difficult path to the water before time runs out. Once you reach the water, the sub will pick you up and carry you to safety.

NOTE: You do not have to lose a sub just to gain access to the minefield. If you have completed all parts of your mission, you may elect to try an escape through the minefield. To do this, depress "N" on the main keyboard and the crazy native will show you the way!

NOTE: Don't bump into a mine when traveling in the minefield, or it's all over!!

RECONNAISSANCE

- Part 1. Zap the enemy until signaled.
 - Part 2. Tunnel inside the vault.
 - Part 3. Take pictures until headquarters signals.
 - Part 4. Escape on a sub.
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- Part 1. Do this as explained earlier in the instructions.
 - Part 2. The vault is marked with an "X" toward the upper left portion of the screen. The only means of entry is by tunneling. You must emerge directly on the "X."
 - Part 3. Once inside, headquarters will tell you to take your pictures. Depress and hold the "P" on the main keyboard until H.Q. signals.
 - Part 4. Once pictures have been taken, choose either normal or optional escape route and get on a sub!

SABOTAGE

- Part 1. Zap the enemy until signaled.
- Part 2. Plant bombs under headquarter's direction.
- Part 3. Escape on a sub.

- Part 1. Do this as explained earlier.
- Part 2. Headquarters will direct you to plant 1 or 2 bombs in the fuel dump. All bombs are planted by moving your character to the lower right corner of the fuel dump. (To the right of the graphic area.) Once there, depress "B" on the main keyboard and the bomb will be planted.
- Part 3. Once bombs have been planted, choose either normal or optional escape route and get on a sub.

ASSASSINATION

Part 1. Zap the enemy until signaled.

Part 2. Seek out and destroy the enemy commandant.

Part 3. Escape on a sub.

NOTE: This is the most difficult, lengthy, and challenging of all missions and requires a lot of patience and skill. It is recommended that other missions be tried before attempting assassination!!

Part 1. Zap the enemy as explained earlier in the instructions.

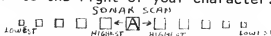
Part 2. The commandant is completely surrounded by machine guns in a building across from the fuel dump. He is very crafty and knows that you are out to get him. After you have completed Part 1 you must figure out how to get adjacent to him so that you can wipe him out! There is only one way without being gunned down by one of the machine guns. Once you have

ASSASSINATION (cont.)

figured it out, you will be standing on top of a cellar door. The commandant also has access to the same cellar from his position and he has a bad habit of escaping to the cellar whenever you get too close for his comfort. Headquarters will be monitoring his actions and will inform you if he does slip down into the cellar, and of course, you will be able to see this for yourself. Once he heads for the cellar, headquarters will inform you to go get him! To go after him, depress "D" on the main keyboard. The screen will immediately darken and you will find yourself in the cellar which runs completely under the entire complex. You will also see some mirrors reflecting the commandant's image. He will be intentionally trying to fool you by casting his reflection in every mirror. It will be up to you to discern which mirror the commandant is closest to, in order to zap him.

ASSASSINATION (cont.)

Luckily, in this mission, you are armed with a tone producing sonar, and a laser firing flashlight! The sonar has a horizontal output of 5 spaces to the left and to the right of your character.



Once in the cellar, you will hear a tone which indicates that the sonar is activated. As you move horizontally toward a mirror, the reflection on the mirror will begin to flash (which is of no consequence) if the commandant is near that flashing mirror, you will hear an additional tone. By moving to the right or left, the tone will either increase or decrease in pitch. If the tone increases, you will be moving toward the commandant, and if it decreases, you will be moving away. If the tone becomes lengthy and high pitched, you will be directly next to the

ASSASSINATION (cont.)

commandant! At this point, you may use the laser flashlight by depressing 'F' on the main keyboard. The flashlight only projects its beam to the right of your position, so if you are on the commandant's right side, you will have to move to his left side in order to zap him with the beam. Headquarters will inform you that the sub is standing by after you have finished off the commandant.

NOTE: If you bump into the commandant in the dark, he will move to another location in the cellar and you will have to locate him again.

NOTE: To get out of the cellar, depress 'U' on the main keyboard, but be careful that you don't emerge adjacent to the front or rear of a machine gun or in the path of the roving guard.

Part 3. Choose either normal or optional escape route and get on a sub.

Final tally of points gained or lost for each mission occurs at the end of the mission. The following is a list of various scoring areas and their point values.

POINTS

- | | |
|---|-------|
| 1. Mission accomplished | 1,000 |
| 2. Zapped by the laser | -500 |
| 3. Machine-gunned down | -500 |
| 4. Sub lost in harbor | -300 |
| 5. Ran out of time | -500 |
| 6. Blown away in the minefield | -500 |
| 7. Level 3 difficulty | 500 |
| 8. Level 4 difficulty | 1,000 |
| 9. Used normal escape route | 600 |
| 10. Used minefield escape route | 500 |
| 11. Time points - 1 point for each remaining second of time--added only if mission is successfully completed. | |
| 12. Enemy zapped - 100 points times the number of enemy you zapped. | |

13. Top Score - Indicates the highest score accrued.
14. Mission and level indicators - Indicate the mission and level of the top score.

After score is displayed, you may either choose a new mission, retire, or in the case of your demise, you may elect to have a burial at sea. These inputs are asked for after scoring and are entered on the main keyboard followed by a return.

If you choose to retire, or watch the burial at sea, this will end the game and exit the program. If you change your mind and want to continue play without losing the top score, type GOT02540. This will get you started again where you left off. This command may also be used after typing RUN, in order to avoid opening hoopla! Just type RUN--then break--then GOT02540.

GOOD LUCK!!!!